

# SYSTEM FOR ORDERING SOFTWARE METHODS WITHIN AN OBJECT TO BE USED IN A COMPUTER NETWORK TESTING SCENARIO

## ABSTRACT OF THE DISCLOSURE

A system for facilitating the arrangement of software methods within an object

5 built using an object oriented programming framework. The order of the methods is specified within a graphical user interface adapted for organizing the methods. Selecting an object in a list causes a dialog box to appear. Within the dialog box is an editable field that enables a unique sequential integer ascending from the number "1" to be entered corresponding to a method in the list. After an integer is assigned to a method, the object

10 can then be selected and dragged and dropped into a window. Each method of the dropped object, to which an integer has been assigned, appears as an icon in the window in the order previously specified using the editable field. The methods are automatically arranged from the top of the window towards the bottom of the window in the order previously specified from lowest number to highest. The methods are executed in the

15 specified order when the object is run, for example, in a scenario for testing and monitoring the response or performance of a computer network.